

Run For It™



Can you help ORBIT the Robot flee from room to room in his daring, thrill-a-second effort to escape the bad guys? With *Run For It*'s amazing 3-D effect, you'll want to step right inside the screen to make sure ORBIT reaches the end of his dangerous journey! You can make ORBIT

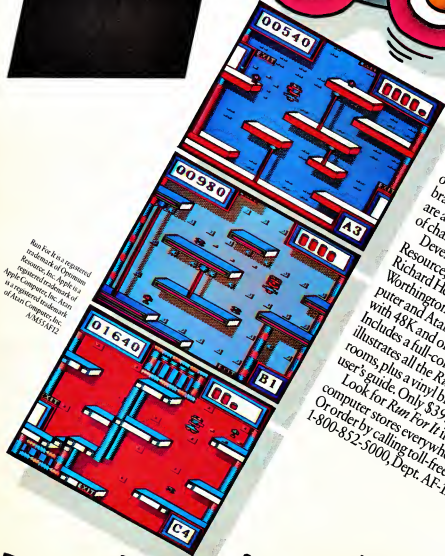
bounce up or scrunch down as he climbs from level to level in order to avoid his enemies—and fires powerful missiles of his own! The special effects on this brand-new arcade-like game are amazing—and a new kind of challenge—for game players.

Developed for game players, Resource, Inc. Designed by Richard Hefter and Steve Worthington. For Apple® Computer and Atari® Computers with 48K and one disk drive. Includes a full-color poster that illustrates all the *Run For It* rooms, plus a vinyl binder and user's guide. Only \$39.95 each. Look for *Run For It* in finer computer stores everywhere. Or order by calling toll-free 1-800-852-5000, Dept. AF-12

Run For It™
Weekly Reader
Family Software

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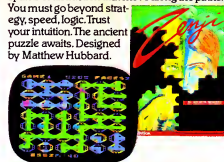
INTRODUCING ACTIVISION FOR YOUR COMMODORE 64. SEE YOURSELF IN A DIFFERENT LIGHT.



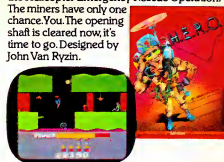
You leave the sun behind as you lower yourself down into the unexplored caverns beneath the Peruvian jungle. Deeper and deeper you go. Fast Amazon frogs, condors, and attacking bats. From cavern to cavern, level to level. Swimming, running, dodging, stumbling, you search for the gold, the Raj diamond and the thing you really treasure... adventure. Head for it. Designed by David Crane.



You have heard the elder speak of one central source and a maze of unconnected grey paths. As you connect each grey path to the central source, what was grey becomes the green of life. When all are connected, then you have achieved "Zenji". But beware the flames and sparks of distraction that move along the paths. You must go beyond strategy, speed, logic. Trust your intuition. The ancient puzzle awaits. Designed by Matthew Hubbard.



You strap on your helicopter prop-pack, check your laser helmet and dynamite. There's no predicting what you'll have to go through to get to the trapped miners. Blocked shafts, molten lava, animals, insects, who knows what lies below. But you'll go, you're in charge of the Helicopter Emergency Rescue Operation. The miners have only one chance. You. The opening shaft is cleared now, it's time to go. Designed by John Van Ryan.



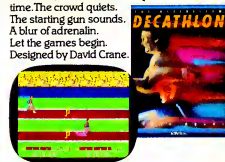
As you suit up you see the webbed forcefield surrounding your planet. Holding it. Trapped with no escape. No hope. Except you: The Beamster. The freedom of millions depends on you. Alone you speed along the grid of beams that strangle your planet. You must destroy the grid sector by sector. Your skills and your reflexes alone will determine the future of your people. Take their future in your hands. Designed by Dave Rolfe.



You can almost hear the quiet. And it's your job to keep it that way. A toy factory at midnight. Did you hear something? Guess not. Wrong! Suddenly balloon valves open, conveyor belts move and a whole factory full of toys goes wild. Even the robot, their latest development, is on the loose and after you. Capture the runaway toys. Restore order. Restore peace. Restore quiet. Do something! Hurry! Designed by Mark Tunell.



You made it. The Olympics. You hear languages you've never heard. And the universal roar of the crowd. You will run. Hunt. Vault. Jump. Ten events. One chance. You will push yourself this time. Further than ever. Harder than ever. But then... so will everyone. The competition increases, now two can compete at the same time. The crowd quiets. The starting gun sounds. A blur of adrenalin. Let the games begin. Designed by David Crane.

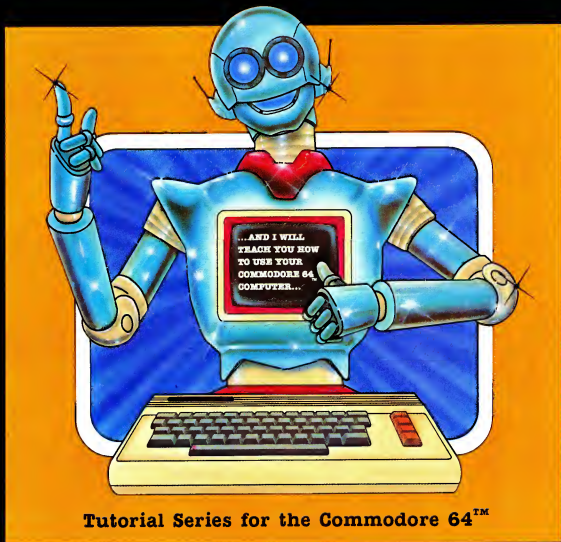


What if you were sitting in front of your Commodore 64* programming your own Pitfall Harry* adventure? It can happen with a little help from the creator of Pitfall Harry, David Crane. Just write your name and address on a piece of paper, tape 25¢ to it for postage and handling and mail to The Activision C-64 Club, P.O. Box 7287, Mountain View, CA 94039. We'll send you David's Booklet, "Programming Pitfall Harry." It includes a written program that helps you create your own adventure. Go for it.

ACTIVISION.
We put you in the game.

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I AM THE C-64™



Tutorial Series for the Commodore 64™



Get the most out of your Commodore 64 with the **I AM THE C-64** tutorial series from Creative Software. Each practical operation you can perform is explained in simple terms right on the screen.

Step by step, the introductory series gives you an overall introduction to the Commodore 64, an introduction to the keyboard, and an introduction to **BASIC** programming language. The advanced series guides you through advanced programming techniques, sprite graphics, music and sound effects.

I AM THE C-64 provides you with a friendly and patient private tutor. For the Commodore 64 owner, this tutorial package is an unbeatable combination for learning all the power your computer has to offer.

C R E A T I V E S O F T W A R E

Bumblebee™

Dancing a Fine Line Between Innovative Game and Educational Tool



For Commodore 64™, IBM PC™ and IBM PCjr™, and Apple™

Bumblebee is a highly interactive game which provides learning in a fun environment. That's what we call Concept Education.

Bart the Bee will demystify the programming process and teach your kids basic concepts without complex computer language. The player controls Bart by giving him instructions on how to move from flower to flower, picking up "pollen points." Bart's flight pattern must be carefully designed to avoid bumping into walls or becoming an unfortunate meal for Olga the Spider or Phineas the Frog.

Bumblebee requires logical "if-then" thinking. Your child is rewarded for accuracy and expediency and challenged by increasing levels of difficulty.

We call it concept education. Your kids will call it fun.

C R E A T I V E S O F T W A R E



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For you, games are more than a past-time. You recognize them for what they are — a unique art form that involves people more than any other.

At Atari, we share your point-of-view. After all, we became successful by selling games. Quite naturally, we want to develop more and better ones.

Perhaps you have a game you've designed for yourself. A challenging, soul-satisfying creation that involves and entertains for hours on end. A game that makes you think before, during, and after playing it.

That game could be your ticket to stardom.

Atari's Games Design Research Group is looking for a handful of games designers. Headed by the creator of *Eastern Front* and *Tanktics*, its sole purpose is to pursue the art of game design and create the finest possible computer games.

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Obviously, freedom like that must be earned. You have to prove yourself capable of handling it. You have to have the technical talent so that programming for you is what typing is to a novelist. Along with the heart, soul and passion of an artist. An artist whose medium is the game.

If you think you have what it takes to join our Games Design Research Group, show us. Write and tell us about your creation. Not the technical stuff — we want to know about the *soul* of your game. If you can convince us that your design is truly a work of art, you'll be hearing from us.

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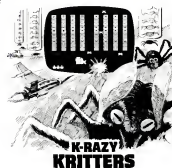
You gotta be fast at **K-RAZY ANTIKS™**! If the carnivorous ants don't get you, their exploding eggs might. As you're defending your way through this multi-level maze game, watch out for the hungry anteater's sticky tongue and the flooding rainstorm, too!

Are your reflexes fast enough for **K-RAZY SHOOT-OUT™**? You be the judge. If you have terrific marksmanship, you can blast through the evil Alien Droids. But only if you're really



As lead pilot of the **K-STAR PATROL™**, you're the Star Ship's only hope. Maybe you can defend against the Alien Attack Forces, but can you eliminate the intergalactic leeches, too? Oh, and one other thing: replenish the Force Field Energy of the Star Ship, or the end is near!

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The mission is patrolled by some pretty nasty security guards riding in elevators throughout each building. You, on the other hand, can carry no weapons if you are to sneak by the mission's metal detectors. After all, you're a spy, not an assassin. Too bad the same isn't true for the guards...

Spy's Demise: A dangerously addictive arcade/action game for Apple and now Atari computers.

Apple II version requires 48K and disk drive. Atari 400/800 Disk version requires 32K. Atari 400/800 Cassette version requires 24K.

Be sure to watch out for "The Spy Strikes Back", coming soon to a computer store near you!



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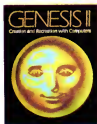


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RESTON CLOSES THE GAP BETWEEN ART AND COMPUTERS



In Reston's new book, *Genesis II, Creation and Recreation with Computers*, by Dale Petersen, artists, writers and musicians use computers to create new visions, new sounds and new ways of expressing themselves, all interwoven with stunning illustrations. With *Movie Maker*, an exciting new program for the Atari® Home Computer by Interactive Picture Systems, you'll learn how to do these things yourself. You'll compose scenery and shapes, then propel them into continuous, flicker-free action. You'll actually make a short animated movie, right at your keyboard. Let Reston release the creative spirit in you.

MovieMaker is a Creative Pastime™ from Reston Software

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CONTEST!

For the best computer animation sequence created using *MovieMaker™*, a \$1000 prize. Entries should be submitted on disk by December 31, 1983. Winning entry will be shown at 1984 West Coast Computer Faire. For more details, contact Reston Publishing Company.



For the Atari 800 with 48k memory. Coming soon: 16k ROM cartridge.

CAN A COMPUTER MAKE YOU CRY?

■ Right now, no one knows. This is partly because many would consider the very idea frivolous. But it's also because whoever successfully answers this question must first have answered several others.

● Why do we cry? Why do we laugh, or love, or smile? What are the touchstones of our emotions?

■ Until now, the people who asked such questions tended not to be the same people who ran software companies. Instead, they were writers, filmmakers, painters, musicians. They were, in the traditional sense, artists.

■ We're about to change that tradition. The name of our company is Electronic Arts.

SOFTWARE WORTHY OF THE MINDS THAT USE IT. We are a new association of electronic artists united by a common goal — to fulfill the enormous potential of the personal computer.

● In the short term, this means transcending its present use as a facilitator of unimaginative tasks and a medium for blasting aliens. In the long term, however, we can expect a great deal more.

■ These are wondrous machines we have created, and in them can be seen a bit of their makers. It is as if we had invested them with the image of our minds. And through them, we are learning more and more about ourselves.

■ We learn, for instance, that we are more entertained by the involvement of our imaginations than by passive viewing and listening. We learn that we are better taught by experience than by memorization. And we learn that the traditional

distinctions — the ones that are made between art and entertainment and education — don't always apply.

TOWARD A LANGUAGE OF DREAMS. In short, we are finding that the computer can be more than just a processor of data.

● It is a communications medium: an interactive tool that can bring people's thoughts and feelings closer together, perhaps closer than ever before. And while fifty years from now, its creation may seem no more important than the advent of motion pictures or television, there is a chance it will mean something more.

■ Something along the lines of a universal language of ideas and emotions. Something like a smile.

■ The first publications of Electronic Arts are now available. We suspect you'll be hearing a lot about them. Some of them are games like you've never seen before, that get more out of your computer than other games ever have. Others are harder to categorize — and we like that.

WATCH US. We're providing a special environment for talented, independent software artists. It's a supportive environment, in which big ideas are given room to grow. And some of America's most respected software artists are beginning to take notice.

● We think our current work reflects this very special commitment. And though we are few in number today and apart from the mainstream of the mass software marketplace, we are confident that both time and vision are on our side.

■ Join us.

We see farther.



ELECTRONIC ARTS



SOFTWARE ARTISTS? "I'm not so sure there are any software artists yet," says Bill Budge. "We've got to earn that title." Pictured here are a few people who have come as close to earning it as anyone we know.

■ That's Mr. Budge himself, creator of PINBALL CONSTRUCTION SET, at the upper right. To his left are Anne Westfall and Jon Freeman who, along with their colleagues at Free Fall Associates, created ARCHON and MURDER ON THE ZINDERNEUF.

● Left of them is Dan Bunten of Ozark Softscape, the firm that wrote M.U.L.E. To Dan's left are Mike Abbot (top) and Matt Alexander (bottom), authors of HARD HAT MACK. In the center is John Field, creator of AXIS ASSASSIN and THE LAST GLADIATOR. David Maynard, lower right, is the man responsible for WORMS?

■ When you see what they've accomplished, we think you'll agree with us that they can call themselves whatever they want.

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If you thought Egypt was the home of the Pyramids, wait until you get home with *Lost Tomb*.™

Far more than mere chambers of wonder, these chambers are filled with horror. Poisonous scorpions, screeching bats and terrifying mummies. And in the timeless tradition of the most daring expeditions, you'll pack a pistol, plenty of ammo and a whip to crack the curse of the pyramids. Earthquakes rumble along cavernous passageways. Walls crumble and crackle with gunfire. Your mission is to make it through all 91 chambers and 13 levels. And then make off with the loot. The only things we can't give you are the things you'll need most. Cool reflexes, uncanny instincts and the courage to use them.

Lost Tomb.™ Can you unravel the mystery?

Available now for Atari, Commodore 64, Apple II series and IBM PC and PC/JR. Suggested retail price \$29.95. Check with your local home computer software retailer for *Lost Tomb*.™ and to learn of other great programs from DataSoft® send for a free consumer catalog.



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This is no way to repair a spaceship! Teddy swears revenge against these demons, and cooks up a

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You have been contracted by the Ferrari Racing Team to test their new prototype racer in an upcoming Rallye. The object of the Rallye is to maneuver your car over the course, proceed to each of the eight checkpoints in numerical sequence and return to the starting area with the fastest time possible. You must be careful, however, as there are also three other cars on the course running the Rallye at the same time as you are.

The course is a treacherous one. Winding through forests, crossing seemingly endless expanses of desert and through the heart of major cities, each of these providing its own hazards. Get ready!! The Cross Country Rallye is ready to begin.



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"ThunderChopper is the most realistic helicopter simulation you'll ever fly. Try ThunderChopper - the excellence comes through."

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Rescue Mission - scan for flares



Escort troops through enemy territory - search and destroy enemy targets



Colonel Jack provided the strategy and tactics for ThunderChopper

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Or write or call for more information. ThunderChopper is available on disk for the Commodore 64/128 and Apple II computers. For direct orders please indicate which computer version you want. Enclose \$29.95 plus \$2.00 for shipping (outside U.S. \$6.95) and specify UPS or first class mail delivery. Visa, MasterCard, American Express, and Diners Club charges accepted.

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...sneers Merit Tutankhamen from her ancient grave.

"Yes, you pathetic mortal, 'Tutankhamen': Lady Tut, as you say. You may curse the day you ever heard the name, for I am back to repay a debt to all mankind—you included! Do not ask me 'how', you cowering dog, but 'when'...and I tell you only this: Before you can run, before you can hide, I am upon you. I am with you as you sleep and wake. As you drown in your own fear, I will be holding you under. Unless...

"Unless there is one among you with the cunning, wit, strength and valor to reach me in my chambers in the heart of my pyramid. Just one.

"Ha! I amuse myself with the thought. To imagine a mindless man being stung by my winged serpents and pet spiders...crashing through the dozens of trap doors...fighting off the spirits of my palace guard! And to see what happens when he tries to use his conventional weapons in the magnetic maze of my sarcophagus!"

"No, goats do not yet fly and dogs cannot read. Nor shall you succeed. Yes...I will come to you in the night...in your worst nightmare of nightmares!"

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Assembly Language (1984). Requires an Apple II, II+, or IIc computer with DOS 3.5, Sound Enhanced by optional one with the Mockingboard™.

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Lady Tut, ©1983 by California Pacific Computer Co.

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IT'S A PARTY WITH QUIZAGON

Friendly gatherings, holiday celebrations, evenings with the family...all turn into parties when you play Quizagon.

This is a new type of game with over six thousand questions to explore and expand what you know about science, sports, entertainment and arts.

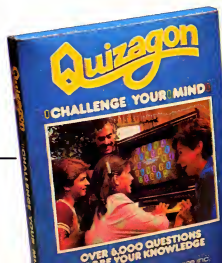
Strategy and luck are important if you

are to master the Quizards. And even if you can, there will still be the Grand Quizard.

The fun is contagious! So have a party! Challenge your minds!

Quizagon is made by the Early Games people and includes two discs. It is available for the IBM-PC, Apple //e, Commodore 64 computers.

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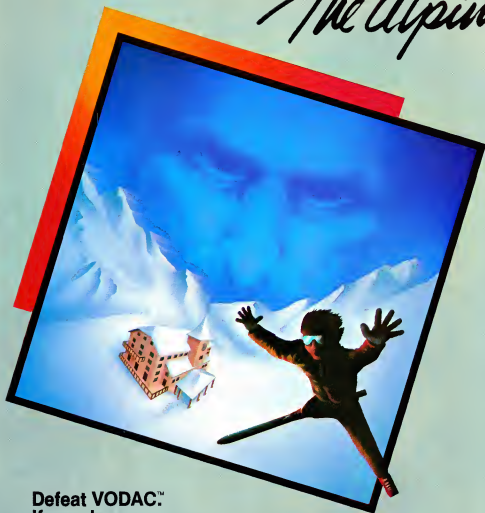
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smear ink, grease stains, and other grimy marks. Since then, that title has been revoked, and all rights and privileges that go with it have been canceled. Sonia Kantor explains:

"Jason was kind of upset at first, because it wasn't all his fault. We would all work on the puzzle after dinner just about every night, and it was my husband who made most of the mess." Only after some school chums remarked to Jason that they had seen his name in *Softalk* did the former Slob of the Month realize it wasn't such a bad deal after all.

Lessons like this are always learned too late, and such is the case for Jason. The Slob of the Month for May has now been defaulted to his father, Robert.

Winning a contest always involves a bit of talent, luck, and a little strategy. In the case of the Limerick contest, it involved a lot of strategy. See, just as in real-life stuff like political elections, there's always the matter of who should have won, who wanted badly to win, and who did win. Kantor did win, that much is certain. But how she did it is another story.

The voting looked more like the petitioning process for Dr. Demento's Top Ten than it did a civil democratic event. Votes came in for every limerick, but in the final analysis it wasn't a question of which limerick was the best written or the most popular, but rather who could round up the most people to send in a post card with a number written on it.

All but four of Kantor's votes came from her home-town area of Palo Alto. At first, the contest staff was stumped. "She sure has a lot of neighbors," remarked one vote counter. "Either that or she's holding a lot of Palo Altoans hostage," added another case.

It was neither case.

As Kantor tells it, all the votes came in from students of her English as a Second Language class. The limericks were given to the students (or so we were told), and they were to vote for limerick number four "if they wanted to pass the class." Well, that's one way to campaign for votes, and it doesn't seem too different from the way things work in Congress.

Congratulations are in order to Kantor for going beyond her job duties of teaching the English language and teaching the true American way as well. Hurrah.

For each devious action, there is an equal and opposite reaction. Sort of. When it came time to draw from the pile of cards that voted for limerick number four in order to award the \$50 voters' prize, the card that emerged was one of the four that didn't come from Palo Alto. It was one of three that came from Milwaukee, Wisconsin. At least this winner wasn't one of Kantor's Kommandos. So we thought.

No, Ellen Lang (Milwaukee, WI) isn't one of Kantor's English students. She's a sister-in-law. Nepotism, nepotism. Lang doesn't have an Apple, so she really had no use for \$50 in software. Instead, she's taking the cash and will "put it toward our trip to Europe." That ought to buy her enough airplane fare to get about six miles over the Atlantic.

Who Should Have Won. Apparently, the GOTO page 299

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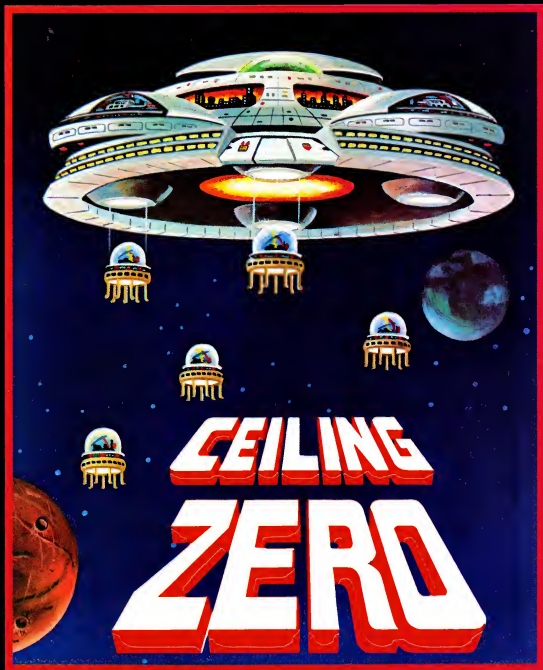
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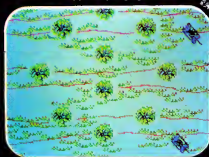
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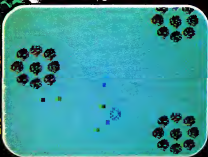
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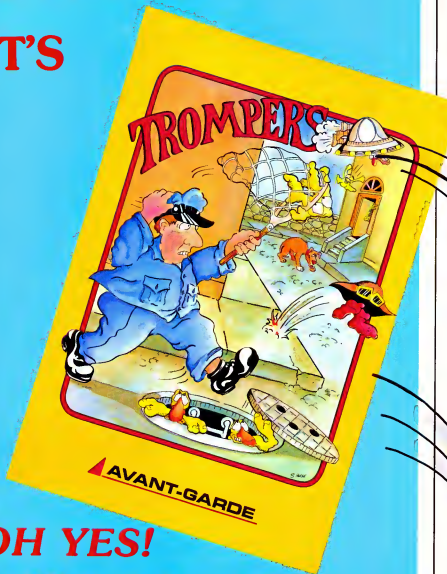
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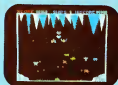
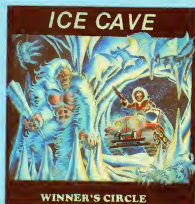
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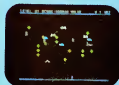
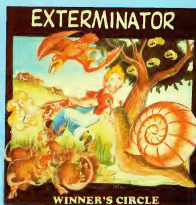
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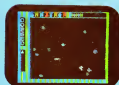
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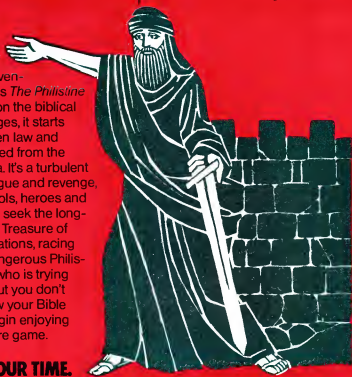


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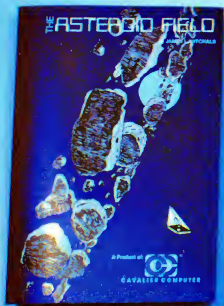
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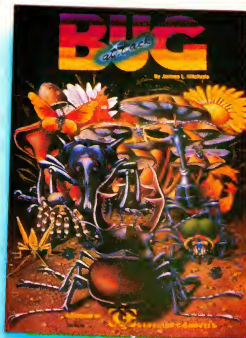


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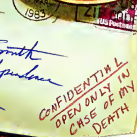
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Sandsled and Skimmer



Stalker Agrav Unit



The Professor fails the test

Page 27

Dear cousin:

Alas, for when you read this letter you shall know-
perish the thought-that I have perished! You see, my bar-
rister holds instructions to forward this letter ONLY IN
THE EVENT OF MY UNFORTUNATE DEMISE!

Years ago, during my worldly travels, I chanced upon a treasure map suggesting huge wealth buried on a little-known tropic isle. Naturally, I pursued it, forthwith and to wit, fully suspecting certain unspeakable dangers inherent to the task. Unfortunately, they proved to be dangers so vile, so terrible, so incredible, that no human being should ever be forced to face. Yet, I faced this force of evil and, as you may realize upon receipt of these words, have indeed succumbed in the attempt.

Though I may have failed, the challenge is passed along to you! So accept the torch. Go! Seek it out, to wit and forthwith. But hark, I warn you—stay alert, be ever on your guard, and beware for your very life! Because each step of the way you will face **DEATH IN THE CARIBBEAN**.

Your loving cousin,

Professor Herman C. Kemmerdinger

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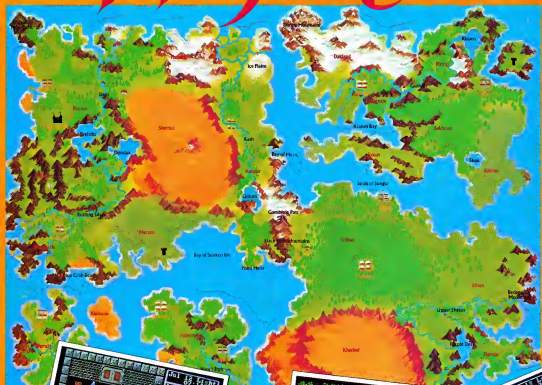
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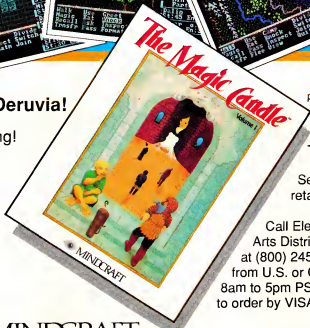
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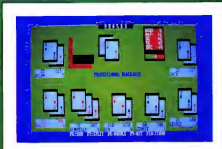
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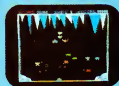
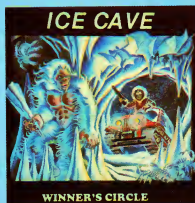
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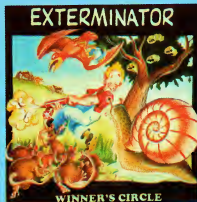
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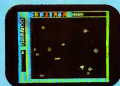
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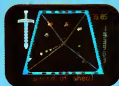
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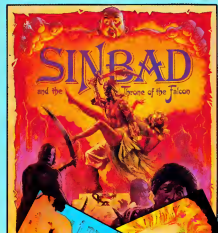
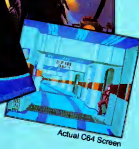
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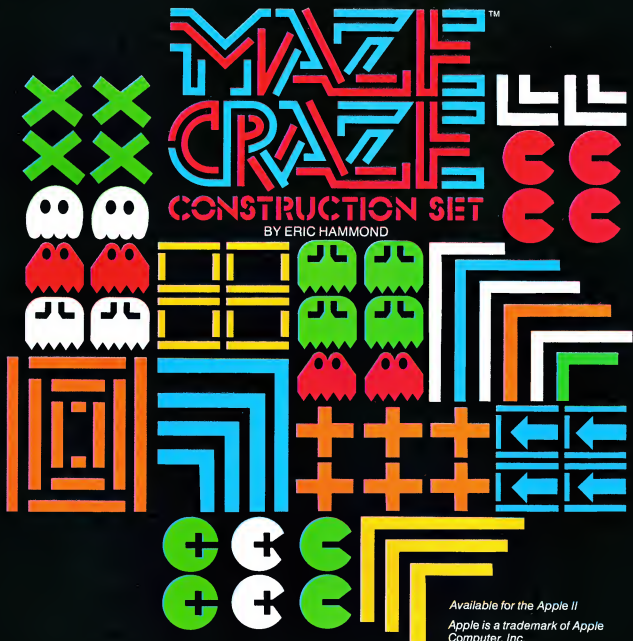
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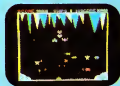
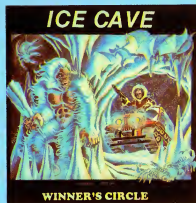


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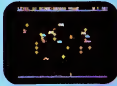
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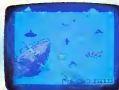


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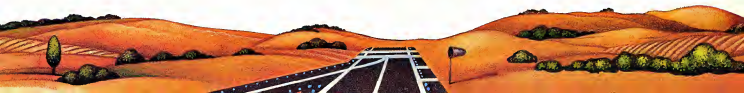
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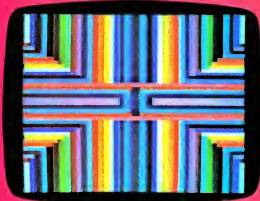
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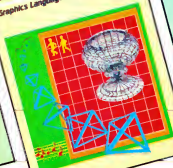
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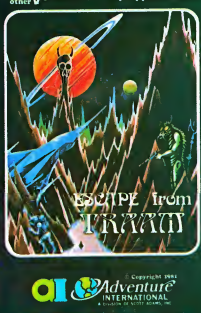
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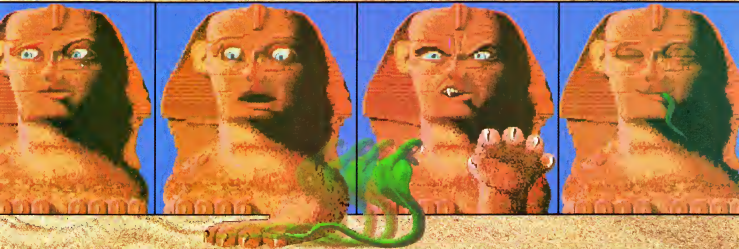
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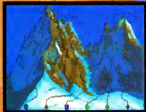
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Notice that somebody just stole second base. Funny, it was here a minute ago.

THE STREET SPORTS SERIES

U S A



*The only
computer
games
to earn an
official
license from
the 1988 U.S.
Olympic Team.*

WINTER EDITION:

**Set world records without
leaving home.**

Race down a snowy slope or jump off one. Ski a slalom or cross-country course. Speed skate, figure skate, cruise the luge at 95 mph. Then see what the judges think of your heroic efforts.

To keep your pulse racing regardless of temperature, The Games feature exciting sound effects, dramatic camera angles, first person views and 3-D imagery.

Plus the traditional pageantry — colorful flags, opening, closing and awards ceremonies — staged in realistic settings.

Take on the computer or your friends. (Up to eight can play, each representing a different country.) And to make the action even more heated, play with an EPYX high performance joystick.



SPRING

AND FALL.



You'll find that The Games will keep you in the mountains, in the water and on the edge of your seat all year long.



Modore 64/128, Apple II & Compatibles,
Macintosh, IBM & Compatibles, Amiga.

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THE GAMES:™

SUMMER, WINTER.

You're in Seoul, Korea sweating alongside the world's greatest athletes. Or the Canadian Rockies facing finely-tuned challengers who've waited a lifetime for a shot at the gold.

You're geared up. You're set. You're playing The Games.

SUMMER EDITION: Eight events that test your power, skill and guts.

Relive the heart pounding excitement experienced by the 1988 U.S. Olympic Team.

Sprint down a 110 meter track, clearing hurdles in a fraction of a second. Or jam your pole in the planting box and vault over a cross bar.

Hold a handstand in the Rings competition, straining every muscle in your arms. Follow up with a perfect triple twist in the diving event.

Then try for another medal or two in Sprint Cycling, Hammer Throw, Uneven Parallel Bars or Archery. It's your chance to make history.





TAKE THE LAW INTO YOUR OWN HANDS.

What can you do about the drug problem in America? Play *L.A.*



You can bug the thugs and watch the warehouse, both at the same time.

Crackdown. That's what. You're the veteran detective. Your assignment is to

uncover a major ring bent on distributing an evil synthetic drug.

You've got the highest of high-tech surveillance vans to work from. You've also got a rookie to

work with. We're talking "rookie" rookie. Zero experience.

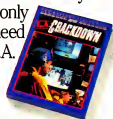
You'll need to architect his every move. Watch him photograph clues. Plant bugs. Tail suspects. And question everyone from seedy thugs and crooked chemists to slick international heavies.

You'll also need to draw on every strategy brain cell available.

If you're not thinking every minute, you might just spend all evening waiting on a street corner for a suspect who's never coming.

L.A. Crackdown. If you think your nervous system can handle the surprise action and tricky mental clues, there's only one thing you need to do. Move to L.A.

L.A. CRACKDOWN
Commodore 64/128, IBM & compatibles, Apple II & compatibles
BY EPYX®



TEST DIVE ONE FOR YOURSELF.

In their day, they ruled over three quarters of the earth's surface.

During WWII, they viciously brought Britain to her knees. And Japan to the ground.

These were the silent killers: Tench. Gato. U-Boat.

And now, they return. In this, the most realistic, all-encompassing simula-



tion ever created for the personal computer.

You will command one of six types of American subs or German Kriegsmarine U-Boats, during any year from 1939 to 1945. You'll perform one of over

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And the contents of a vital target book, among other things.

Your arsenal will include deck and anti-aircraft guns. Torpedoes. And mines.

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No simulation has ever had the degree of authenticity, gut-wrenching action or historical accuracy of this one.

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The ship's heart.

Sea guard radar stub.

Your ammo.

The 360° periscopes.

The sealed control room.
Your HQ.

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STARGLIDER

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The novella accompanying the product incorporates many clues necessary to survive the increasing levels of combat difficulty and sets the mood for the player as the protector of the human race.



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The first release of our new Masters Collection. And a challenge of unbelievable depth.

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You'll be playing for sponsors like Ocean Pacific, NHS Santa Cruz, CASIO, Costa Del Mar, Kawasaki, and Spinjammer. For trophies and an overall championship.

So get air. Go crazy. Welcome to the state of California.

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Commodore 64/128, Apple II & Compatibles, IBM & Compatibles, Amiga

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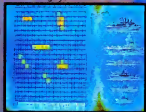
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BATTLESHIP
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See shrapnel flying through the air like it's the 4th of July, without a picnic.

If you're still floating when it's all over, you'll be honored in a glorious, well-deserved victory celebration.



Battleship. So real, you'll taste the salt water.

Sink your opponent faster and easier using an EPYX high performance joystick.



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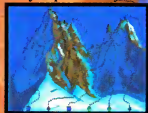
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You're at the foot of one of the world's highest mountains. And you're not snapping pictures. Because this is the **FINAL ASSAULT**. The only mountain climbing game in the Alps or anywhere else. **IF YOU'RE AFRAID OF HEIGHTS, FORGET IT.**

You'll experience the terror and elation of one of the most grueling sports ever. And you'll be tested every step of the way.



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Commodore 64/128,
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Atari ST.



Did you pick the right course? (There are six treacherous possibilities.)

What about supplies? If you run out of soup, you'll be stuck with snow sandwiches.



Forget your spikes or ice picks? You could end up a permanent part of the scenery.



If you have nerves of steel, even when you're dangling 40 feet off a cliff, you might just be one of the lucky few to plant your flag at the peak.

 To make the stakes even higher, play with an EPYX high performance joystick.

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Cards, flyers, whatever: instead of settling for the run-of-the-mill stuff that less sophisticated print programs produce, try a little... well, magic.

And for those who believe in magic: we might just whisk you off to Palm Springs.

It's true. When you come to see Print Magic before January 31, you can also enter our grand sweepstakes. Get a crack at a roundtrip for two to the Hyatt Grand Champions Resort near Palm Springs... not to mention a bunch of Kenwood CD players, Nishiki® road bikes from West Coast Cycle,

Casio® keyboards, TeleQuest® Memory phones, Memorex® premium paper packs—and a Realistic® VCR from Radio Shack.

So check it out. Whether you win big or simply get acquainted with our print program, something magical is bound to happen.

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Pick a team from a rakish roster of nine neighborhood kids who are anything but neighborly. They'll do anything to win. Forget fairness. This ain't croquet.

Play on a grassy, but slippery park.



STREET SPORTS SOCCER

Or take your licks on a rough city street.

To score a goal, you'll need to pass, slice, hook, head (not to mention a timely trip or two), just to

stay one step ahead of your opponents.

Street Sports Soccer. Band-Aids and knee pads not included.

BASEBALL HAS BEEN VERY, VERY GOOD TO US.

It's back. *Street Sports™ Baseball*. Our major league hit from last year.

There're makeshift diamonds. Bases made from spare tires. Trash cans to avoid. Bushes. Rocks. And chain-linked fences.

Those 16 cagey kids are also back. Each with his own unique style of pitching, hitting and fielding.



STREET SPORTS BASKETBALL

You pick the place. The players. The teams. The positions. The strategy. And then, you'll



IF THIS IS THE FUTURE, THEN YOU'RE HISTORY.

Hold it. What's this? Human-seeking suicide robots? An evil mastermind



There are 8 office towers to search, each with its own theme and level of difficulty.



Of course, Elvin's floor plans are almost as complicated as his global plans.

bent on world annihilation?

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The trick here is to collect the

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Go then. Elvin is preparing to launch his missile attack in less than ten hours. You must stop him. Or the world will be terminally late for dinner tonight.

IMPOSSIBLE MISSION II

BY EPYX

Commodore 64/128, IBM & compatibles, Atari ST, Apple II & compatibles, Amiga





CE FULL OF ASPHALT.

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Pass to the big man inside. Hit the guard coming across. Screen the lanky forward. Bounce the ball off the

chainlink fence. But watch out for the oil slick. In *Street Sports™ Basketball*, anything can happen. And often does.

Street Sports Soccer. Street Sports Basketball. And Street Sports Baseball. Take a walk on the wild side.



STREET SPORTS BASEBALL

STREET SPORTS SERIES

BY **EPYX**

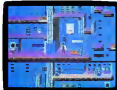
Commodore 64/128, Apple II & compatibles, IBM & compatibles, Amiga





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IMPOSSIBLE MISSION II BY EPYX

Commodore 64/128, IBM & compatibles,
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SUMMER GAMES. WHY WATCH THE OLYMPICS WHEN YOU CAN BE IN THEM?



You're an Olympic athlete competing in eight key events at the Summer Games. How well can you score in track, swimming, diving, shooting, gymnastics and more? So realistic, there's even an opening ceremony and awards presentation after each event.

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Bard's Tale Fans, Rejoice!

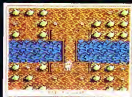
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The designers of the Bard's Tale™ series, Wasteland™ and Battle Chess™ wanted to pool their talents to create the ultimate role-playing fantasy. They knew it had to be a first rate story with state-of-the-art animated graphics. The result was Dragon Wars.

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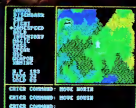
Flickering torchlight on moldy walls. Blood stains on a monster's teeth. Incredible graphic detail.



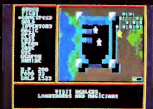
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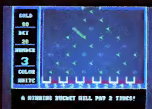
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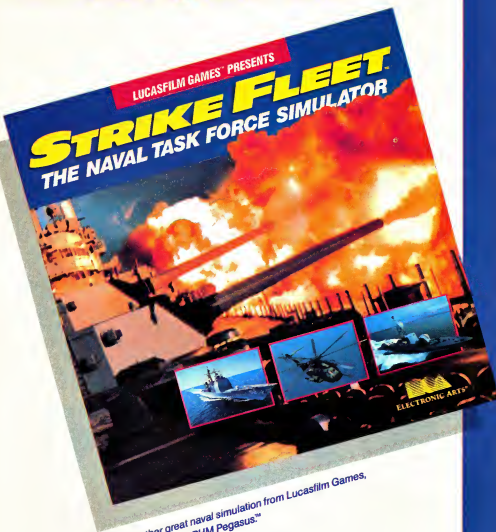
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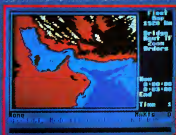
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Mangar came along, but we cut him to pieces before he could blink. Soon the world got bigger, and its problems got bigger. We wandered the wilderness for months to find the pieces of that infernal Destiny Wand. But once we reformed it, Lagoth Zanta was history.

Back then, being a thief was dull. Pick this lock. Disarm that trap. When things got hot, they'd tell me "Into the shadows, wimp." I should've lifted their gold and split long ago. But it's too late now.

We battle through the seven worlds. Cast Warstrike and Rimefang over and over. Cut down the endless Hookfangs and Slatheasts. And suddenly, The Archmage is powerless. The Warrior is weak. The Bard can't play. Now they say I'm the only hope. I'm slick. I'm sneaky. And I'm going to fight the Mad God... alone.

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Over 500 colorful, animated kinds of monsters want to meet you. Some might even join your party.



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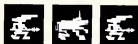
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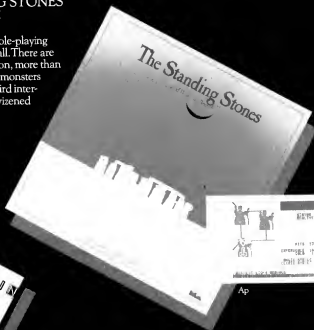
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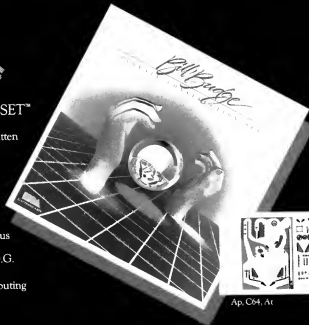
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